

[0067] What is claimed is:

[c0001] A method in which a user interacts within an immersive online community having intelligent virtual objects, said method comprising the steps of:

a user selecting a set of characteristics to represent a first intelligent virtual object wherein each of said characteristics is associated with a personality specified by the user;

said first intelligent virtual object interacting with other intelligent virtual objects, utilizing predetermined interface tools such that said other intelligent virtual objects receive real-time responses to stimuli initiated by said other intelligent virtual objects; and

said first intelligent virtual object interactively passing user generated content between said other intelligent virtual objects and said user under administrative controls.

[c0002] The method of Claim 1 further comprising the step of:

said user controllably navigating said intelligent virtual object within the confines of the immersive online community.

[c0003] The method of Claim 2 wherein the navigation is metaphorically correct representation of a three dimensional world.

[c0004] The method of Claim 1 wherein the response to stimuli includes said user sending projectiles between said first intelligent virtual object and another intelligent virtual object.

[c0005] The method of Claim 1 wherein the response to stimuli includes said user dancing in a metaphorically correct manner.

[c0006] The method of Claim 1 wherein the response to stimuli includes said user playing games with said other intelligent virtual objects.

[c0007] The method of Claim 1 wherein said user creates objects using interactive Java tools to interact within the immersive online community .

[c0008] The method of Claim 1 wherein said user employs verbal invocations that leads to actions such as projectile throwing, dancing and game playing.

[c0009] The method of Claim 1 wherein said user participates in the economy on the immersive online community via use of an economy tool.

[c0010] The method of Claim 1 wherein the administrative controls provide governance and logging to user actions with the immersive online community.

[c0011] A computer system contained within a computer network wherein multiple computers are connected together using telecommunications mechanisms and in which a user communicates with a first intelligent virtual object, said computer system comprising the steps of:

a user selecting a set of characteristics to represent a first intelligent virtual object wherein each of said characteristics is associated with a personality specified by the user;

said first intelligent virtual object interacting with other intelligent virtual objects utilizing said predetermined interface tools such that said other intelligent virtual objects receive real-time responses to stimuli initiated by said other intelligent virtual objects; and

said first intelligent virtual object interactively passing user generated content between said other intelligent virtual objects and said user under administrative controls.

[c0012] The system of Claim 11 wherein the user controls navigation of said intelligent virtual object within the confines of the immersive online community.

[c0013] The system of Claim 12 wherein the navigation is metaphorically correct representation of a three dimensional world.

[c0014] The system of Claim 11 wherein the user creates objects using interactive Java tools to interact within the immersive online community.

[c0015] The system of Claim 11 wherein the user employs verbal invocations that leads to actions such as projectile throwing, dancing and game playing between said first intelligent virtual object and said other intelligent virtual objects.

[c0016] The system of Claim 11 having an interface engine residing within a Java environment, the interface engine updating dynamically using Java standard class libraries.

[c0017] A programmable media containing programmable software enabling a user to interact within an immersive online community having intelligent virtual objects, programmable software comprising the steps of:

a user selecting a set of characteristics to represent a first intelligent virtual object wherein each of said characteristics is associated with a personality specified by the user;

said first intelligent virtual object interacting with other intelligent virtual objects utilizing said predetermined interface tools such that said other intelligent virtual objects receive real-time responses to stimuli initiated by said other intelligent virtual objects; and,

said first intelligent virtual object interactively passing user generated content between said other intelligent virtual objects and said user under administrative controls.

[c0018] The programmable media of Claim 17 further comprising the additional step of:

said user controllably navigating said first intelligent virtual object within the confines of the immersive online community.

[c0019] The programmable media of Claim 18 wherein the navigation is metaphorically correct representation of a three dimensional world.

[c0020] The programmable media of Claim 17 wherein the user creates objects using interactive Java tools to interact within the immersive online community.